

INTRODUCING



**The Eco-nomics
\$ of \$
Pollution Prevention**

Why Pollution Prevention?



- Saves MONEY



- Reduced liability



- Healthier work environment



- May reduce regulatory burden



- Improves the environment

Where Money Can Be Saved



Usual Costs

- Disposal
- Raw Materials Purchases
- Utilities
- Supplies
- Labor



Where Money Can Be Saved

Regulatory Burden Costs



- Labeling
- Inspecting
- Monitoring/Testing
- Recordkeeping
- Training
- Manifesting



Where Money Can Be Saved

Potential Liability Costs



- Enforcement Actions
- Transportation
- Landfill Disposal
- Treatment or Storage in Tanks



Where Money Can Be Saved

Other--Intangibles



- Improved public image



- Improved employee health and safety

economic Barriers to P^2



- Lack of financial ability to make capital outlay




- Disinclination to invest in equipment that does not contribute directly to production of goods



- Environmental accounting method

Environmental Accounting



- KEY FACTOR in determining P² feasibility 
- EACH DEPARTMENT OR PROCESS (ie painting) should be charged for the total waste management costs they generate
- Discontinue charging waste management costs to overhead

Economic Feasibility of P²

**Determine the FULL cost
of waste generation**



- Purchasing
- Storage & Inventory
- Air & Water Emissions
- Waste Storage
- On-site Treatment or Recycling



Economic Feasibility of P^2

Determine the FULL cost
of waste generation (Cont.)



- Waste Disposal
- Waste Transport
- Lost Raw Materials
- Labor Costs
- Capital Depreciation



IMPORTANT



As waste disposal accounts
for only 1/2 of the total waste
generation costs, many
pollution prevention options
will go unjustified if only 1/2
of the savings are considered



*PFP's Primer for Financial
Analysis of Pollution Prevention Projects

Economic Feasibility Tests



- x Payback Period
 - Calculate initial cost of implementing the P2 strategy and determine annual cost savings
 - Cost of P2/Annual cost savings
- x Net Present Value
- x Internal Rate of Return

the end